KEYWORDS

JOURNAL FOR THE COMMODORE USERS GROUP OF ST. LOUIS

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October Meeting Notes

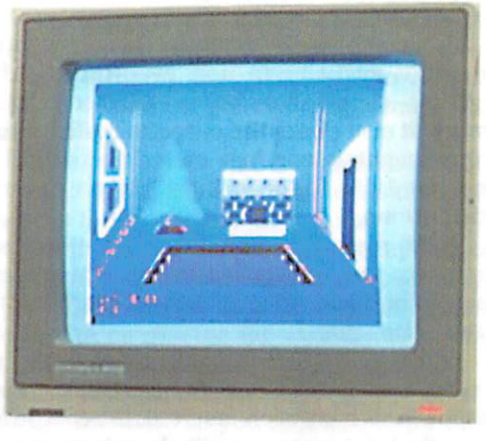
Meeting opened on October 9, 2002 at 7:10 PM with six members present.

The decision to keep CUGSL going for another year was agreed to by everyone present. However, it was also agreed that if attendance was three or less at three meetings in a row the club would be disbanded at the end of the third meeting without further discussion.

Starting in January 2003 a charge of $10.00 for the meeting room will be collected each month by the Bridgeton Trails Library. There will be an additional charge if we are not out of the building by 9:00 PM.

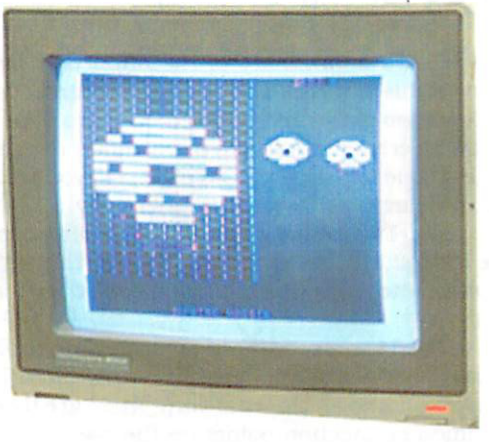
The CUGSL Holiday Party will be held at Old Country Buffet in Bridgeton at 11:30 AM on Saturday December 7. There will be no charge for members and one guest. Any additional guests will be $7.00 each to be paid to the Treasurer the day of the party.

The program for October was a demonstration of keyboard graphics by Joe McDevitt.



This room is one of many from a program Joe designed around the poem 'The Night Before Christmas' and was entirely created by using the keyboard.

Joe followed up with using the Sprite Magic program.



Here he created eyes for a holloween display. The purpose of doing this with a sprite program is the ability to animate. The eyeballs could be made to move form side to side or up and down.

Jason Whitener brought a program called 'etch a style'. It is based on the Etch a Sketch toy from the 1950's. This is a full working program which can be used to design your own graphics. The picture on the next page is the start of a face from the builtin demo on the disk of how the program works. This could be a lot more fun than having to rely on graphics programs and hope you can find the perfect graphic to fit the program you are disigning,.

urrect the program on the 128. On the 64, you will have to use an UNNEW program.

6) Machine language in the BASIC program area is untouched, as is any in the 64's protected area from 49152-53247 decimal.

7) The 128's high-resolution graphics screen is preserved, except that the first three bytes are changed to zeroes and the GRAPHIC 0 mode is invoked.

On the 128, several other keys, if depressed when the Reset button is pushed, will modify the computer's response in very important ways:

If the Commodore key is held down when the Reset button is pressed, the computer will go into 64 mode, and any programs in memory will be lost. If you have a 1571 disk drive, it will recognize only the first side of any disk it may contain. You can use both sides in 64 mode by resetting in 128 mode, then entering GO 64 and responding YES to the prompt.

When entering 64 mode by using the Reset button, be sure to keep the Commodore key depressed until you see the 64-style message on the blue screen. If you let it up too soon, you could return to 128 mode.

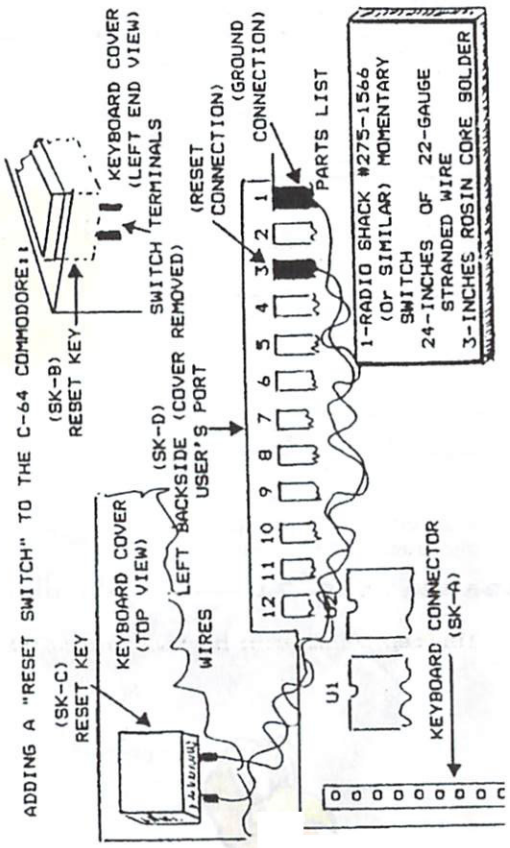
If the Stop key is held down when you press the Reset button, the computer will be reset to 128 mode, but with the Machine Language Monitor active. BASIC is not initialized, so if there was a 128 BASIC program in memory at the time of the reset, it will still be accessible

at this time. To find it, enter X and press the Return key to exit the Monitor, then do a LIST to see your program. As you can see, using Stop with the Reset button can be very useful for uncrashing BASIC programs in 128 mode.

Even though it doesn't disturb BASIC, this method, like the others, returns the function keys to their power-up values.

Surprisingly, the Stop/Reset combination also calls the Monitor from 64 mode, although it's not 100% useful. You can use the Monitor to examine or change 64 memory locations, and even to save blocks of memory to disk or tape. But you can't use the X command to exit from the Monitor, so you're stuck there until you use the Reset button again.

64 Reset Switch Installation Diagram



Notice

DECEMBER PARTY

December 7, 2002
Saturday 11:30 AM
Old Country Buffet

All CUGSL members and a guest are invited
Any additional guests will be $7.00 each

Reservations neeed to be in by
the November meeting or
contact Ed Hummel
at
636-828-4334
ehummel@mail.win.org

Reset Button

Here's a summary of the important features of this sometimes mysterious control. The information presented is based on years of personal experimentation with many different computers. Due to periodic ROM changes, your own machine may perform a bit differently.

The 128 comes with a Reset button on the right side of the computer, next to the main power switch; the Plus/4 has a Reset button, too.

The 64 comes without a Reset button, but many 64 owners have installed one, often by plugging it into an external port. There are three common connection points on the 64:

1) Between pins 2 and 6 of the serial I/O port. Get a plug to fit the port, and connect a normally open pushbutton between these two pins. Identify the proper pins by looking for the tiny numbers molded into the plastic part of the connector. Be careful if you use published diagrams for the connectors, because they don't always say which end of which sex connector they depict. Diagrams in Commodore manuals usually show the solder terminal end of the male connector.

2) Between pins 1 and 3 of the User I/O port. Follow the instructions above. Be careful, because it's easy to insert your connector upside down, putting your switch across the wrong two pins. If you can get a polarizing key for your connector, you can avoid that possibility.

3) Between pins A and C of the Expansion Slot. Be extra careful that you use the proper pins, because Commodore diagrams sometimes identify them differently from the industry standard. Many people use a discarded cartridge to house this type of Reset button.

When you press the Reset button, the computer behaves almost as though you turned it off and then back on. We say "almost" because turning the power off erases everything in memory, while using the reset button only resets part of memory. Using the Reset button also saves wear and tear on the power switch and many internal components.

Essentially, pressing the Reset button activates the routines that set the computer's memory to its "power up" condition. Locations below the start of BASIC are initialized, as are the I/O locations in high memory. Zeroes are put into the three lowest positions in BASIC's user area, but other memory locations are left alone.

Here are the most important effects of this process. Although they are specific to the 64 and 128, most of them also apply to the Plus/4:

I) The computer is removed from any lockups, endless loops, or other undesirable states which may exist.

2) All peripherals on the serial bus are reset. This often corrects lockups and other problems having to do with the disk drive, printer and modem.

3) Memory locations below the BASIC program area are restored to their power-up values. This disables any machine language programs that might be in use, even though the programs themselves may still remain in memory. It also clears the cassette buffer, erasing any machine language stored there, and it resets the 128's function keys to their power-up definitions.

4) All memory-mapped I/O locations are returned to their power-up values. This resets screen colors, special graphics modes, the SID (sound) chip, etc.

5) Your BASIC program remains in memory, but because pointers have been reset and the zeroes have been inserted, the computer cannot find it. Later on, we'll show how to res-

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Is it time to renew?

If your address label shows the current month and year your membership expires this month.

Next Meeting

November 13 - 7:00 PM
Bridgeton Trails Library

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